FIG. 1

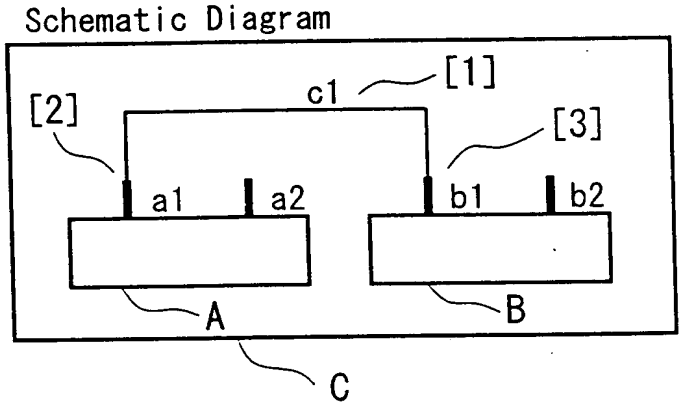

FIG. 2

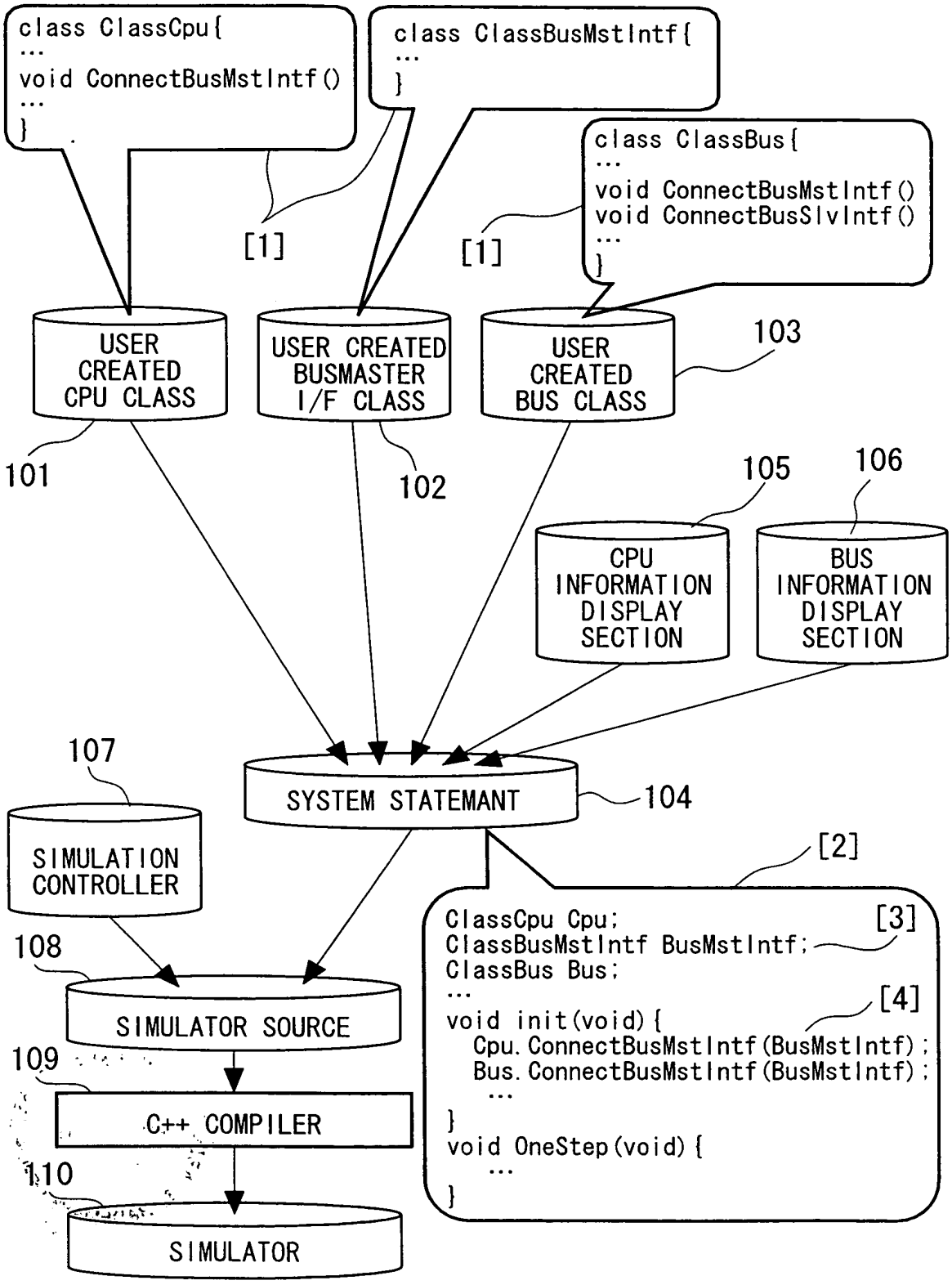
class ClassCpu{
...
void ConnectBusMstIntf()
...
}
class ClassBusMstIntf{
...
}
class ClassBus{
...
void ConnectBusMstIntf()
void ConnectBusSlvIntf()
...
}
[1]
[1]
USER CREATED CPU CLASS
USER CREATED BUSMASTER I/F CLASS
USER CREATED BUS CLASS
103
101
102
105
106
CPU INFORMATION DISPLAY SECTION
BUS INFORMATION DISPLAY SECTION
107
SYSTEM STATEMANT
104
SIMULATION CONTROLLER
[2]
ClassCpu Cpu;
ClassBusMstIntf BusMstIntf;
ClassBus Bus;
...
void init(void){
Cpu.ConnectBusMstIntf(BusMstIntf);
Bus.ConnectBusMstIntf(BusMstIntf);
...
}
void OneStep(void){
...
}
[3]
[4]
108
SIMULATOR SOURCE
109
C++ COMPILER
110
SIMULATOR

FIG. 3

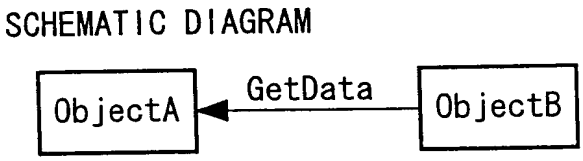

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FIG. 4

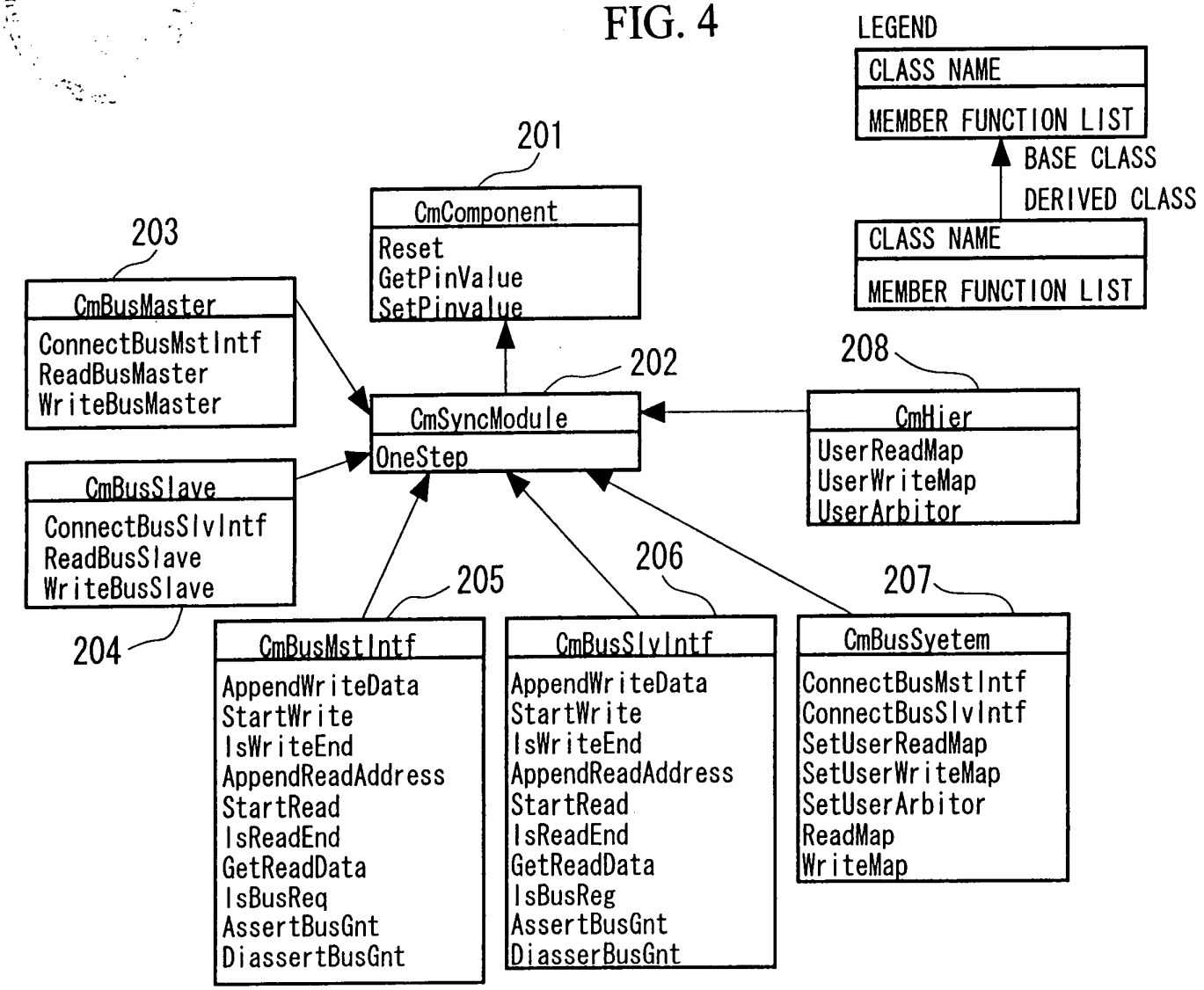

FIG. 5

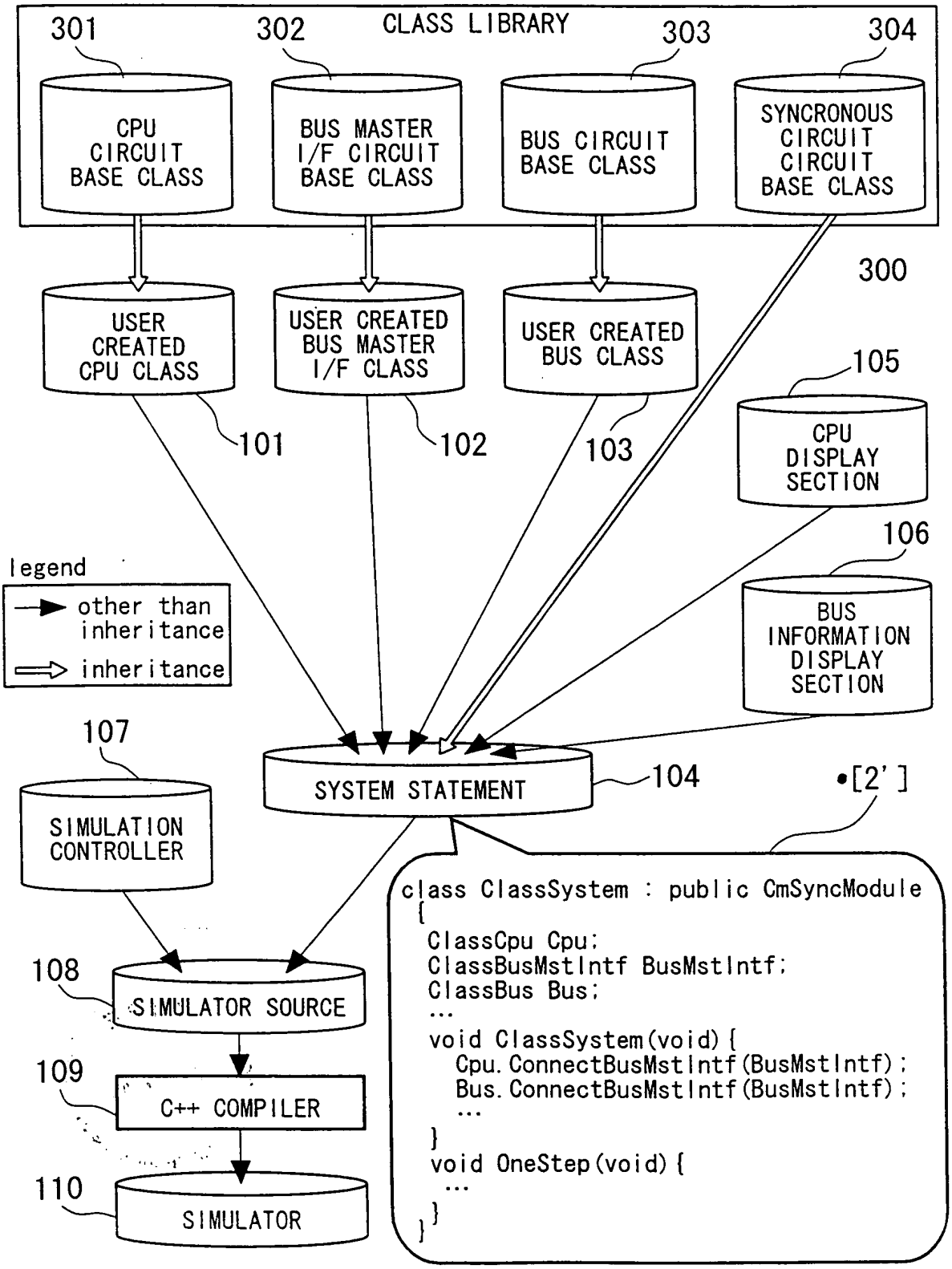
CLASS LIBRARY
301
302
303
304
CPU CIRCUIT BASE CLASS
BUS MASTER I/F CIRCUIT BASE CLASS
BUS CIRCUIT BASE CLASS
SYNCRONOUS CIRCUIT CIRCUIT BASE CLASS
300
USER CREATED CPU CLASS
USER CREATED BUS MASTER I/F CLASS
USER CREATED BUS CLASS
101
102
103
105
CPU DISPLAY SECTION
106
BUS INFORMATION DISPLAY SECTION
legend
other than inheritance
inheritance
107
SIMULATION CONTROLLER
SYSTEM STATEMENT
104
•[2']
class ClassSystem : public CmSyncModule
{
ClassCpu Cpu;
ClassBusMstIntf BusMstIntf;
ClassBus Bus;
...
void ClassSystem(void){
Cpu.ConnectBusMstIntf(BusMstIntf);
Bus.ConnectBusMstIntf(BusMstIntf);
...
}
void OneStep(void){
...
}
}
108
SIMULATOR SOURCE
109
C++ COMPILER
110
SIMULATOR

FIG. 6

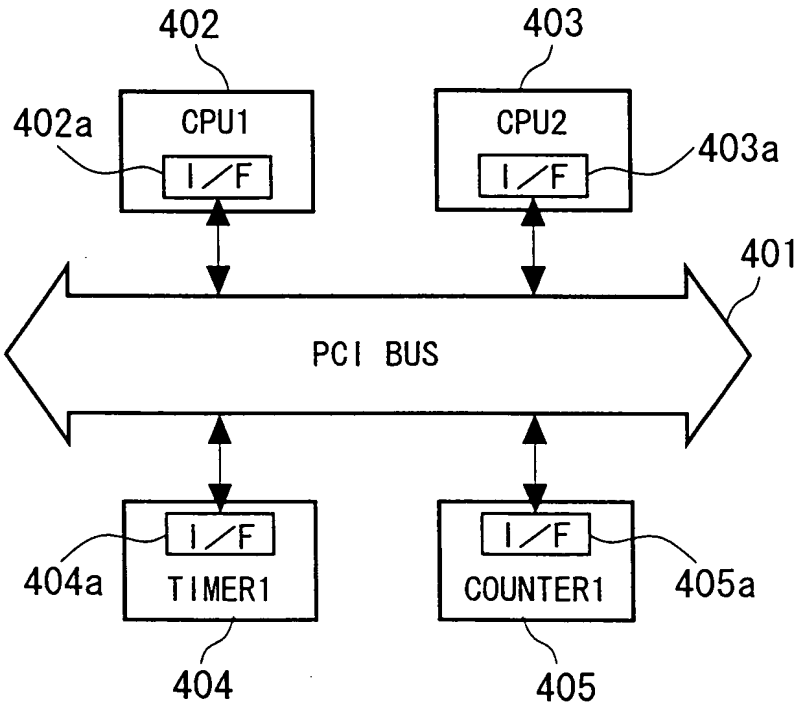
402
403
402a
CPU1
I/F
CPU2
I/F
403a
401
PCI BUS
I/F
404a
TIMER1
I/F
COUNTER1
405a
404
405

FIG. 7

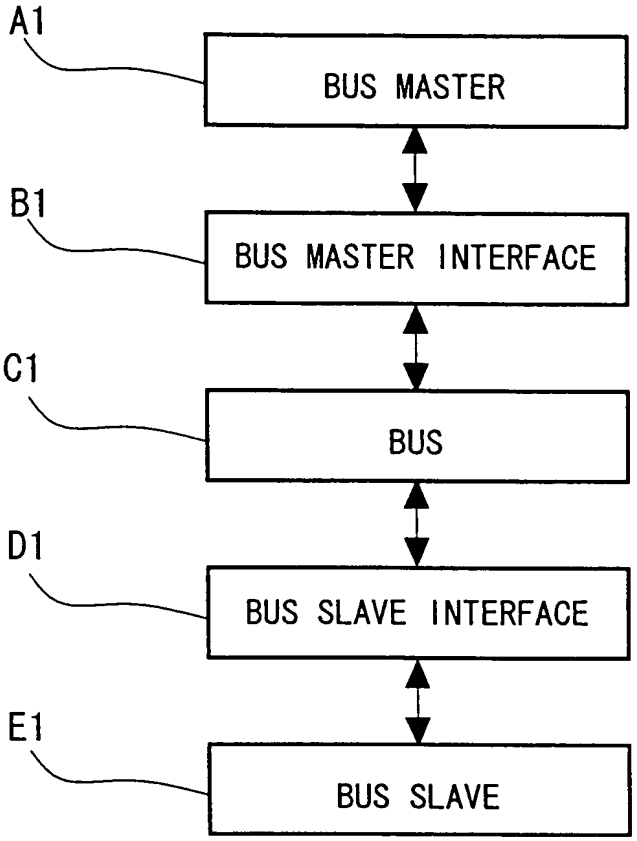

FIG. 8

ADDRESS	DATA	NUMBER OF BYTES
0x00100000	0x00112233	4
0x00100004	0x44556677	4

FIG. 9

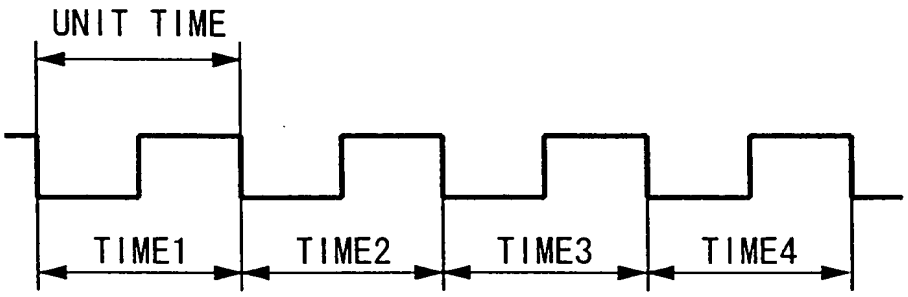

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FIG. 10

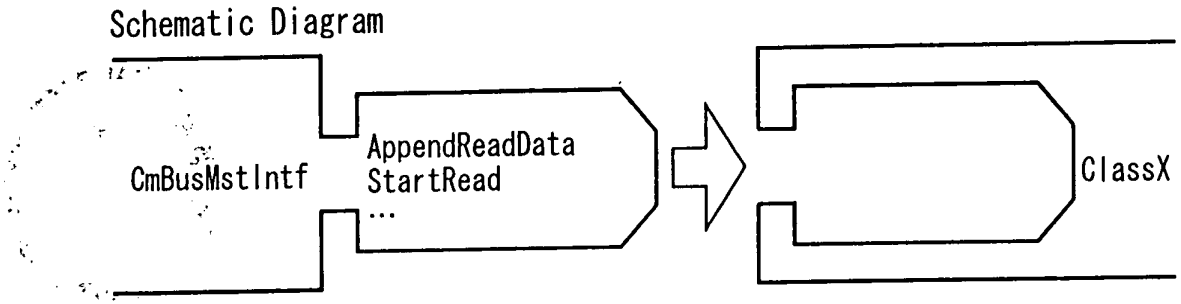

FIG. 11

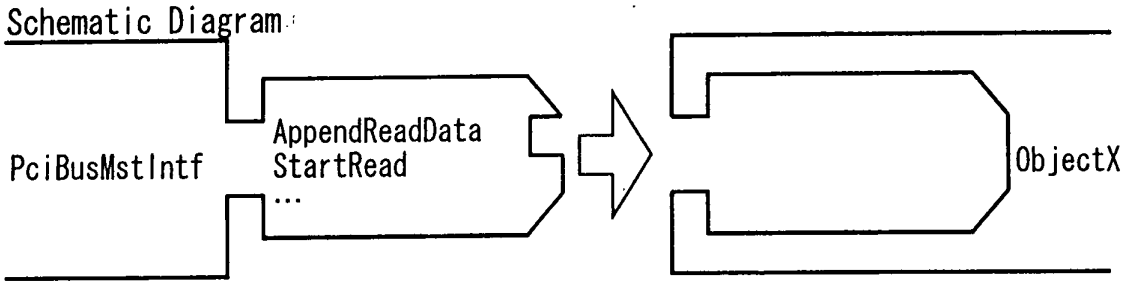

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FIG. 12

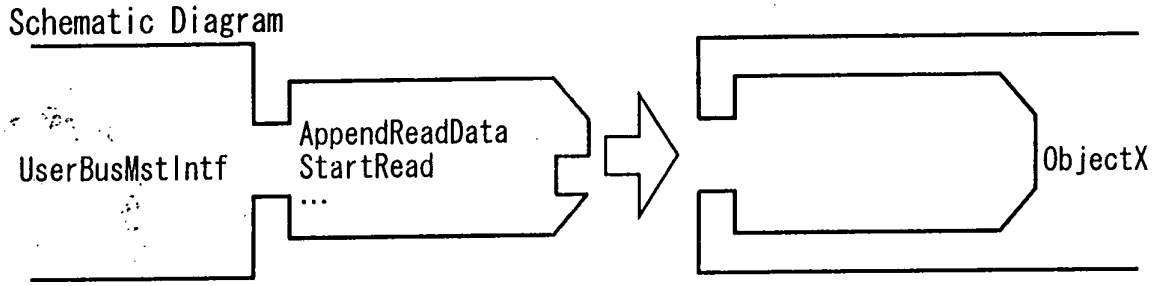

FIG. 13

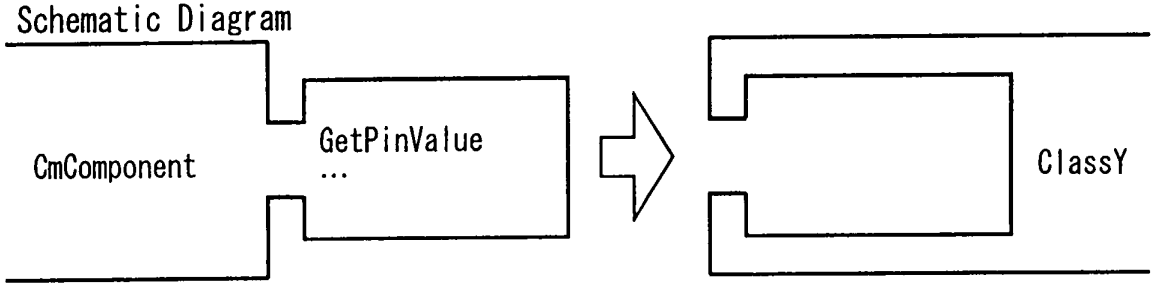

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FIG. 14

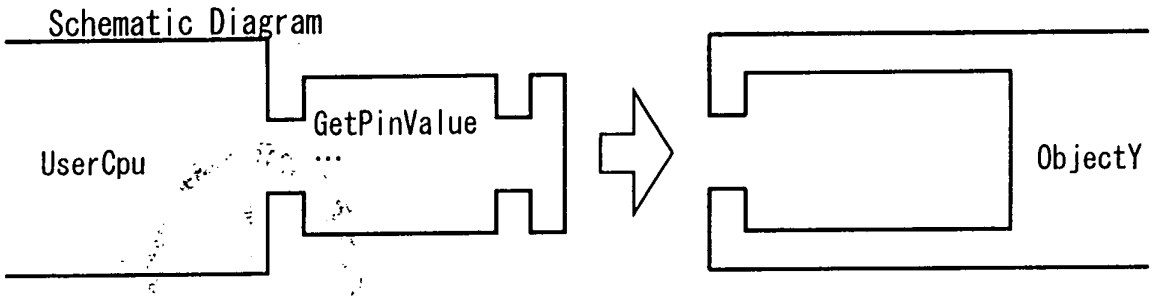
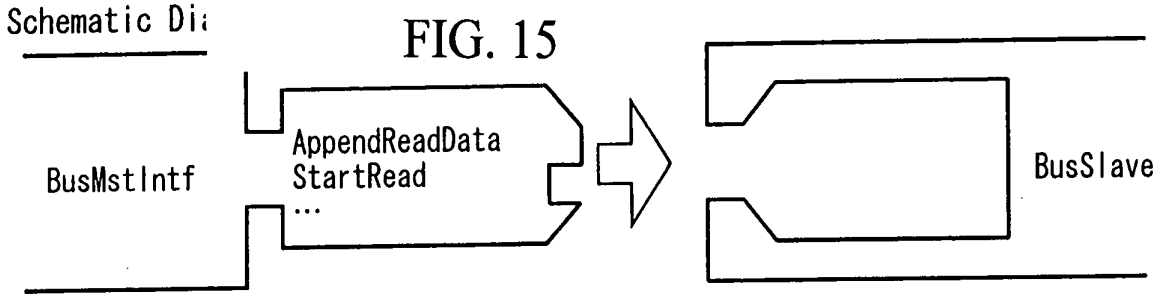
FIG. 15